RULEBOOK 1

GETTING STARTED

OVERVIEW

Kinfire Chronicles: Night's Fall is a cooperative game best played with 2 to 4 players, each controlling 1 hero of their choice. You can play it by yourself by choosing 2 heroes and controlling both of them at the same time, but the experience will be much improved with some trusted companions. Part of the fun is working together as a team, making decisions as a group, and having each others' backs in combat.

The game is played over a series of quests, each of which lasts an average of 45-60 minutes. You will take on the role of Seekers–heroes in the world of Atios. As Seekers, you will go on adventures, battle terrifying enemies, and explore the great city of Din'Lux. Between game sessions, you can pack the game away in its box and your progress will be saved. (See **Game Sessions and Saving Your Progress** later in this rulebook.)

Your game experience will be simplest if you continue to play the same Seekers throughout the campaign. However, if you wish to add a Seeker later on or swap Seekers, please refer to **Changing or Adding Seekers** later in this rulebook.

Unlike many games, you will be learning this game as you go. The first few quests are designed to introduce you to the rules a little bit at a time, so don't worry if you see some things in the game box that don't make sense–they'll be explained by the time you need them.

WELCOME TO THE WORLD OF ATIOS

Italic text is story text, and should be read aloud by one of the players when encountered in a quest. For now, read this introductory text aloud.

You and your companions are members of the Seekers' Guild, a society dedicated to protecting people from one of this world's greatest dangers. On certain nights, the very stars fade and go out as a magical darkness spreads across the land–the Starless Night. Wherever it touches, things are changed, scarred, or destroyed, and thousands have vanished in the night, possibly lost forever. Strange creatures and objects are often left behind in the wake of the Darkness, some dangerous or even deadly.

As Seekers, you wield kinfi e lanterns that burn with a magical flame able to drive back the Darkness of the Starless Nights. Lanterns are lit from the beacon of the Great Lighthouse in the mighty city-state of Din'Lux. It is the only great city to have maintained its kinfi e lighthouse over the millennia as the Starless Nights faded into distant legend. And now, it is believed to be the only great city to have survived the return of the Starless Nights.

At the moment, you and your friends are escorting a caravan transporting supplies from Din'Lux to the nearby village of Vinna, which falls within the protective radius of the Great Lighthouse.

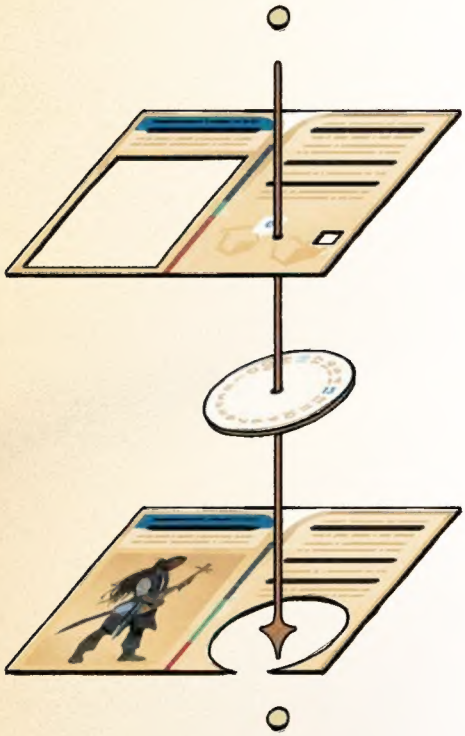
But first, before your adventure begins, you must choose which Seeker you want to play.

CHOOSING SEEKERS

Now, let's take a look at the playable characters. In the main box, you'll see 6 Seeker boxes. (See the diagram on the inside back cover of this rulebook to identify the contents of the box). If you pull them out, you can see pictures of each Seeker on the side of their box, along with a short piece of their story so far. Each player selects one Seeker and opens that Seeker's box. Each Seeker box contains a Seeker sheet, a plastic standee, and a Seeker deck (which consists of 18 cards, plus the Seeker's lantern card).

ASSEMBLING THE SEEKER SHEETS

In the Welcome box, you'll find a sheet of cardboard with a health dial on it for each Seeker, as well as a bag of plastic axles.



1. Punch out the axle hole and the health window in your Seeker sheet.

2. Then, making sure to punch out the correct Seeker health dial (it has your Seeker's face on it), place it beneath the Seeker sheet, numbers side facing up so that the numbers show through the health window.

3. Press the two parts of a plastic axle firmly together to join the Seeker sheet and health dial as shown on the diagram.

This dial allows you to track your Seeker's health (♥). Your starting health for each quest is brightly highlighted on your dial. At the start of each quest, set your Seeker's health dial to its starting value.

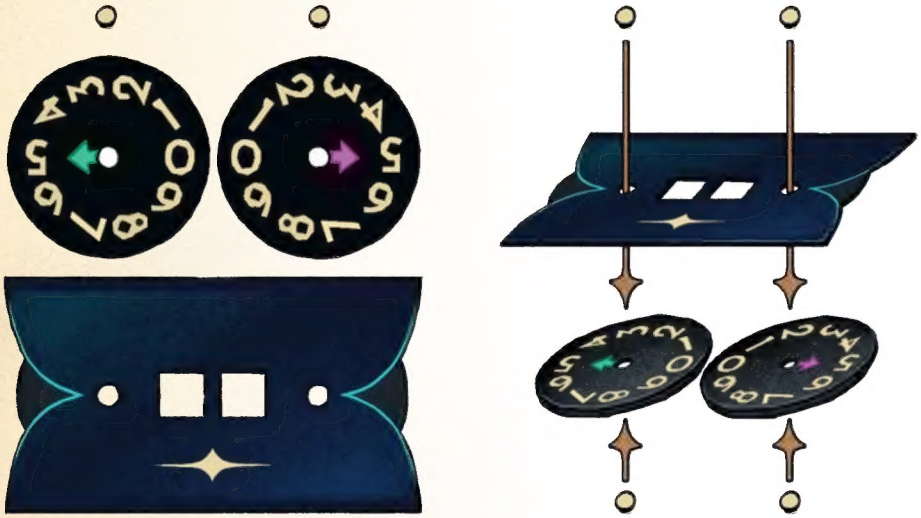
(If a Seeker's health (♥) ever falls to 0, the whole group loses the battle, so take care of each other out there; it's dangerous to go alone.)

Exception: If playing with only 2 Seekers, each Seeker starts every battle with 5 extra health (+5♥). This special starting health is lightly highlighted on your dial.

ASSEMBLING THE FIRST ENEMY HEALTH TRACKER

After assembling the Seeker sheets, you should have a number of plastic axles left over. Let's use two of them to assemble the first enemy health tracker.

Punch the pieces shown below out of the sheet of cardboard from the Welcome box, and join them together with 2 plastic axles as illustrated. As before, make sure the numbers on the dials show through the windows on the face of the tracker. Also, make sure to match the colors on the dials to the side of the tracker where they belong: green to the left, pink to the right.



This enemy health tracker will be used to track your enemy's current health. Since you might encounter some pretty terrifying creatures, this tracker can reach up to 99 health by having a tens digit and a ones digit.

As you progress through the campaign, you'll find several more enemy health trackers in the quest folios. When you come across one, at the end of that quest, punch it out and assemble it using plastic axles as you did here. If you do so, you will always have enough enemy health trackers by the time you need them.

YOUR SEEKER DECK AND LANTERN CARD

Let's take a quick look at your Seeker deck. Each Seeker deck consists of 18 cards, plus a lantern card. Your lantern card is special, so let's pull that out of your deck and take a look at it.

Your lantern card shows the unique magical ability of your kinfire lantern. Each lantern is different and comes to suit its owner over time. In battle, you'll have to charge your lantern up before you can use it, but we'll get to that later. For now, set your lantern card facedown near your Seeker sheet.

CARD COLORS

Cards in your Seeker deck come in three colors, representing three heroic virtues–power, finesse, and wisdom.

Red cards represent **power**. Power is seen as physical strength or toughness, and is useful when performing feats requiring raw strength or endurance.

Green cards represent **finess** . Finesse is seen as agility or cunning, and is useful when performing feats such as acrobatics, trickery, or sleight-of-hand.

Blue cards represent **wisdom** Wisdom is seen as knowledge or mental prowess, and is useful when performing feats that require learning, perception, or leaps of logic.

TWO-COLORED CARDS & WHITE CARDS

Cards that have a two-colored border may be treated as either of them. Simply choose which color you want the card to be. However, a single card can never count as multiple colors.

Similarly, white cards are wild, in that they can be any of the three colors.

ACTION CARDS AND BOOST CARDS

The cards in your Seeker deck are divided into actions and boosts.

Action cards are played during your turn in combat to let you do things. Boost cards are played outside of your turn in combat, typically to help another Seeker.

You may notice that each action is linked to a matching boost card, but let's not worry about that just yet. For now, just shuffle your Seeker deck and place it facedown near your Seeker sheet.

THE DESTINY BAG AND CHITS

The bag you'll find in the Welcome box is a key element of gameplay called the Destiny bag, or just "the bag" for short. You'll need to prepare the bag for play initially, but after that, you won't need to alter it unless you change which Seekers you're playing with.

First, take the plastic chits found in the Welcome box and sort them out. Add the following chits to the bag no matter which Seekers are playing:

Next, add 12 total Seeker chits, evenly divided between the Seekers you and your companions have chosen to play. That is, if you've chosen Khor, Asha, and Feyn to play, then add 4 Khor chits, 4 Asha chits, and 4 Feyn chits.

WITH 4 SEEKERS

WITH 3 SEEKERS

WITH 2 SEEKERS

Once this is done, the bag is ready to go. Take any unused Seeker chits and store them in their respective boxes.

YOUR SEEKER STANDEE

Take the plastic standee of your Seeker out of its Seeker box and assemble it with its base as shown below.

When not in use, you can store your standee in your Seeker's box. Your standee is used to represent your Seeker's position on the map during combat.

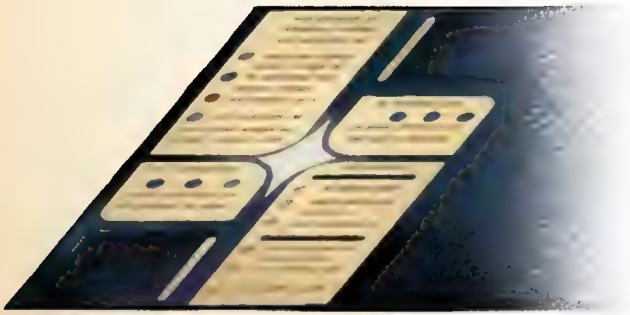
THE BOARD

The lid of the main box is fully removable. Simply remove it and flip it over to serve as the board when you play.

Place the Atlas from the Welcome box on the center part of the board.

Inside the Atlas are battle maps that you will use for combat during the various quests.

In the Welcome box, find the **Armor cards** (), **Exhausted cards** (), and the 4 types of temporary **status cards** (), and place each of them in their respective spots on the board.



Finally, take the Destiny bag and set it in its marked space, filled with the chits you added earlier.

LET'S BEGIN...

Now that you've prepared for what lies ahead, let's get started:

1. Open up the folio for Quest 1, *The Road to Vinna*.

2. Read the introduction text printed underneath the folio flap.

3. Take the cards out of the folio and read the first card as instructed at the end of the introduction. (Make sure not to read any cards until you're instructed to do so. It's best if you leave everything else besides the cards in the folio for now to prevent spoilers.)

4. That's it for now! Good luck on your quest!

SOME STUFF FOR LATER

You don't need to read any further for now, but you may wish to refer back to this section of the rules later on.

CHANGING OR ADDING SEEKERS

Your Seekers will slowly grow more powerful over time, so it can be tricky to swap in or introduce new Seekers mid-campaign. If you do so, the main things you'll have to address are kinfire tokens and the Seeker's deck.

Kinfire tokens ( ) are accumulated by each Seeker over the course of the campaign. When a new Seeker is added or swapped in, they should be given the same number of kinfire tokens ( ) as the member of the party who currently has the fewest. (If you don't know what kinfire is yet, then don't worry about this.)

The Seekers will come across more powerful cards as they adventure, and their Seeker decks will grow mightier as they do so. However, a new player to the game isn't going to know which cards will suit them yet. The group may either rebuild the new player's Seeker deck for them using the available cards before they begin, or allow the new player to play with their starting deck for the first quest in order to get a feel for things. It really depends on your group's preferences.

GAME SESSIONS AND SAVING YOUR PROGRESS

You aren't intended to play the entire campaign of quests in one sitting. Instead, whenever you complete a quest, you may choose to pack up the game and resume the next time you play. Simply pack all materials related to a Seeker into that Seeker's box, store any memory cards, prompt cards, and extra unused cards the Seekers have acquired at one end of the loot box, and put any coin and fate tokens the party has into one of the Seeker boxes or even the destiny bag, as you prefer. Enemies and other cards from the quest you just completed can be returned to that quest folio.

If you have any unused city actions, either use them before packing the game away or make a note to yourself so you don't forget them.

BOX CONTENTS

WELCOME BOX

LOOT BOX

SEEKER BOX

QUEST FOLIO

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